MILADYCHAN: MASTER-PLAN

(04/2024)

CONFIDENTIAL
THIS DOCUMENT IS FOR INTERNAL USE ONLY

TABLE OF CONTENTS

I. PRINCIPLES

THE REALTIME IMAGEBOARD

REALTIME CHAT: THE LATEST ACHIEVEMENT FROM REMILIA
CORPORATION TECHNOLOGIES.

REALTIME HERE REFERS TO HYPERREALTIME COMMUNICATION (HRTC
AKA SUPERSYNCHRONOUS COMMUNICATION) RATHER THAN THE
CLASSIC "REALTIME COMMUNICATION" KNOWN TO IRC.

WHILE BOTH ARE NO LATENCY, SUPERSYCHRONICITY REFERS TO
BEING ABLE TO SEE EVERY LETTER BEING TYPED AS IT'S WRITTEN
BY ANOTHER POSTER, BEFORE THE POST IS ACTUALLY
SUBMITTED—ESSENTIALLY PROVIDING A LIVE, SUPERSYNCHRONOUS
VIEW SIMULTANEOUSLY OF ALL CONVERSATION PARTICIPANTS.

REALTIME AGGRESSIVELY CHANGES THE CONVERSATION DYNAMIC, IN A WAY THAT MUCH MORE CLOSELY APPROXIMATES VOCAL CONVERSATION.

THE REALTIME IMAGEBOARD WAS FIRST DEVELOPED IN THE EARLY 2010'S AS AN OBSCURE, EXPERIMENTAL OFFSHOOT OF 4CHAN'S /A/ BOARD.

MAINTENANCE WAS ABANDONED BY THE DEVELOPER, BUT THE SMALL COMMUNITY FORMED ON IT CONTINUED TO KEEP IT ONLINE AND DEVELOP IT IN VARIOUS FORMS OVER THE NEXT DECADE.

I WAS ONE OF THOSE USERS WHO EXPERIENCED ITS MAGIC, AND FOR YEARS WORKED TO STOKE ITS COMMUNITY, AND BRING IN DEVELOPERS TO CONVERT THE ABANDONWARE INTO A FULL-FLEDGED PLATFORM.

THE STABILITY AND EFFECTIVENESS IN MY COMMUNITY TRIALS HAVE ONLY MADE CLEAR TO ME:

REALTIME IS THE FUTURE OF DIGITAL CONVERSATION.

THE HYPERREALTIME COMPONENT PUSHES THE SOCIAL MODE OF ENGAGING THE IMAGEBOARD TO BE CLOSER TO AN IRC LIKE DISCORD OR TELEGRAM THAN A STATIC BBS; WHILE RETAINING THE PUBLIC FORMAT OF THE BBS, AND THE CASUAL PSEUDONYMITY OF THE IMAGEBOARD.

MILADYCHAN IS THE LATEST AND MOST ADVANCED ITERATION.

IT IS ESSENTIALLY A BBS-IRC HYBRID. THIS IS WHOLLY UNIQUE IN THE CURRENT LANDSCAPE OF AVAILABLE SOCIAL PLATFORMS.

FOR A DETAILED DISCUSSION ON THE HYPERREALTIME FORMAT, A HISTORY OF HYPERREALTIME IMAGE BOARDS, AND A STUDY ON MY PREVIOUS PROOF-OF-CONCEPT LAUNCHES OF THE FORMAT, MY 2019 PAPER HAS BEEN ATTACHED TO THE APPENDIX.

THE THESIS OF THE PAPER IS REALTIME INTRODUCED TO THE
IMAGEBOARD FORMAT SPECIFICALLY PRESENTS A
SELF-SUSTAINABLE, SELF-ORGANIZING NEW RHIZOMATIC NETWORK,
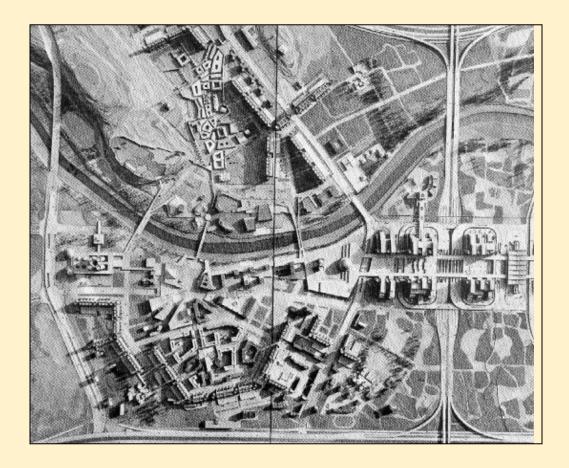WHICH MILADYCHAN SEEKS NOW TO ACHIEVE.

MILADYCHAN AS IT IS TODAY IS AN EARLY MVP/POC OF REMILIA
CHAT, LIKE THE EXOCORE POC; REMILIA CHAT IS THE BECOMING
PLATFORM AND WILL CONTAIN THE PARTS TO RECONSTRUCT
MILADYCHAN GROUND-UP AS IT DOES THE EXOCORE POC.

MILADYCHAN WILL PERSIST AS THE IMAGEBOARD ALTERNATIVE TO
REMILIA CHAT AS THE HYPERREALTIME IRC+BLOG PLATFORM; THE
TRANSIENT, PSEUDONYMOUS COUNTERPARTY TO THE SOCIAL WEB.

MILADYCHAN IS MADE AVAILABLE TODAY IN POC FORM BECAUSE IT
ALREADY WORKS INCREDIBLY WELL FOR STICKY COMMUNITY
FORMATION, AS YOU'LL FIND OUT FOR YOURSELF, AND SERVES AS
AN ANONYMOUS ALTERNATIVE TO OUR PLANNED ACCOUNT-BASED
SOCIAL NETWORK, AN ESSENTIAL FACET OF THE NEW INTERNET.

REMILIA JACKSON
EARTH WORLD CEO
04.01.2024

SUPERSYCHRONOUS COMMUNICATION: THE NATURE OF HYPERREALTIME CHAT

SUPERSYNCHRONOUS COMMUNICATION SIGNIFICANTLY CHANGES THE DYNAMIC OF ONLINE CONVERSATION COMPARED TO TRADITIONAL "REALTIME" COMMUNICATION.

MOST THINK OF IT AS A SIMPLE THROWAWAY GIMMICK WHEN HEARING OF IT, BUT THERE IS A DEFINITE "MAGIC" TO TRYING IT; ONE WHICH PERSISTS INTO HIGH STICKINESS BASED ON REMILIA'S LIVE RESEARCH TRIALS.

SUPERSYNCHRONOUS CONVERSATION

REALTIME COMMUNICATION REFERS TO BEING ABLE TO SEE EVERY
LETTER OF THE OTHER USER'S MESSAGE AS IT'S BEING TYPED.

THIS IS DISTINCT FROM TRADITIONAL "REALTIME COMMUNICATION"
OF IRCS, WHERE MESSAGES ARE RECEIVED INSTANTLY ONCE SENT.

IT HAS NOT BEEN SERIOUSLY ROLLED OUT ONTO A MAJOR SOCIAL
PLATFORM BEFORE, BUT SOME USERS MAY HAVE EXPERIENCED IT IN
SPONTANEOUS CONTEXTS IN COLLABORATIVE EDITING PLATFORMS:
YOU OPEN A GOOGLE DOC AND INVITE A FRIEND, AND TALK WITH
THEM BY TYPING IN THE DOCUMENT.

AN INTERESTING GIMMICK. BUT HAVE YOU EVER TRIED IT WITH 20
PEOPLE IN A STRUCTURED CHATROOM?

REALTIME'S EMERGENT PROPERTIES IN A GROUP CONTEXT QUALIFY
FOR THAT MUCH SOUGHT AFTER FEELING OF "MAGIC".

CONVERSATIONAL INTIMACY

REALTIME CONVERSATION IS OFTEN COMPARED TO THE FEELING OF
A PHONE CALL, AS THE ABILITY TO SEE TYPING CADENCE
CONVEYS MORE EMOTION AND PROVIDES A SPACE FOR
INTERRUPTION MUCH MORE LIKE REAL CONVERSATION.

FURTHER, IT DEMANDS A CAPTIVE ATTENTION, ENSURING
CONVERSATIONAL ENGAGEMENT IS MAINTAINED WITHOUT ANY
CONCERN OF THE PARTNER BEING DISTRACTED WITH OTHER
SCREENS.

LOW UNIT SUSTAINABILITY

REALTIME CHAT IS UNIQUE AMONG CHAT PLATFORMS IN NEEDING A LOW NUMBER OF ACTIVE PARTICIPANTS TO ACHIEVE A SELF-SUSTAINABLE MOMENTUM.

THE NUMBER IS ESTIMATED TO AROUND 5-10, CONTRASTED AGAINST THE GROUPCHAT'S 15-20, DISCORD'S 30-50 AND THE IMAGEBOARD OR BBS' 100+.

FREE EXIT

IN CONJUNCTION WITH THE LOW UNIT SUSTAINABILITY, EXIT IS EASY ON REALTIME PLATFORMS AS THE NUMBER OF BODIES NEEDED TO SPLINTER OUT IS SIGNIFICANTLY LOWER.

THIS IS GENERALLY THE MAJOR BARRIER TO SPLINTERING COMMUNITIES, WHICH LEAD TO ISSUES OF USERS BEING TRAPPED UNDER ADMIN ABUSE, PRODUCING A HIDDEN ROT TO CULTURE AND ACTIVITY THAT EVENTUALLY KILLS THE COMMUNITY.

CONSTANT SOCIALE

THE REALTIME FORMAT TAKES ON A CHARACTER OF CONSTANT ACTIVE CHATTER, CONTRASTED AGAINST THE ASYNCHRONOUS COMMUNICATION OF THE BBS.

DUE TO BEING ABLE TO SEE MESSAGES AS THEY'RE TYPED, THERE TRULY IS ZERO DELAY BETWEEN NEW CONTENT FOR CONSUMPTION.
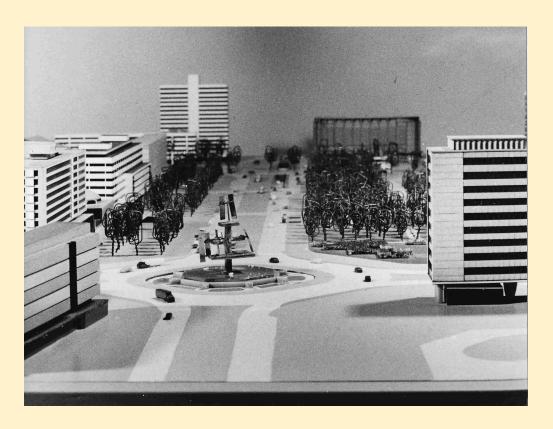
HIGH STICKINESS

DUE TO EACH OF THE AFOREMENTIONED ELEMENTS, REALTIME DEMONSTRATED VERY HIGH STICKINESS. USERS FREQUENTLY REPORT "DIFFICULTY IN LOOKING AWAY" FROM THE CHAT, AND FIND THEMSELVES RETURNING BACK TO ANY AVAILABLE PLATFORM.

IN EVERY INSTANCE I HAVE LAUNCHED A REALTIME PLATFORM, I
HAVE FOUND LINGERING COMMUNITIES PRESENT LONG AFTER
MOVING ON FROM ACTIVE MANAGEMENT; OR HIDDEN COMMUNITIES
IN OLD THREADS, ABANDONED CHANNELS.

IN MY TIME ONLINE, I HAVE NEVER EXPERIENCED A PHENOMENON
LIKE THIS, CONFIRMING THE IMPORTANCE OF INTRODUCING THIS
INNOVATION TO A WIDER AUDIENCE.

SPECIFIC INTERVENTIONS ON THE TRADITIONAL IMAGEBOARD
(PLANNED AND ACTUAL)

THE STATIC IMAGEBOARD FORMAT INTRODUCED BY 4CHAN IN 2006
EXISTS SOMEWHERE IN A POSITION SOMEWHERE INBETWEEN WEB 1.0
AND 2.0 AS AN ADVANCED EVOLUTION OF THE JAPANESE TEXTBOARD
(E.G. 2CHAN) AND THE BBS.

2 DECADES SINCE, FOR BETTER OR WORSE, IT HAS NOT HAD ANY
SERIOUS MODIFICATIONS OR EXTENSIONS; YET HAS SUFFERED
UNDER THE WEIGHT OF ITS OWN SUCCESS, UNABLE TO SUSTAIN ITS
ORIGINAL CULTURE AS IT BECAME SWARMED BY POPULAR CROWDS.

MILADYCHAN SEEKS TO MODERNIZE THE FORMAT WHILE SUSTAINABLY
REINTRODUCING THE ORIGINAL MAGIC IN A WAY THAT CAN
EFFECTIVELY SCALE.

REALTIME POSTING (HRTC)

HYPERREAL TEXT SHOWS EVERY LETTER AS IT'S BEING TYPED, DISCUSSED IN DETAIL IN THE NEXT SECTION.

ROLLING STICKY

IN CLASSIC IMAGEBOARD DESIGN, THE STICKY (THREAD PINNED BY MODERATOR) IS MANUALLY CREATED AND DELETED, LEADING TO EXTENSIVELY LONG, INFRA-BREAKING THREADS.

IT CAN BE TRIVIAL TO EITHER HAVE THE THREAD RESET AFTER REACHING A CERTAIN POST LIMIT, OR MAKE IT "ROLLING" SUCH THAT ALL EARLIER POSTS ARE DELETED AS NEW POSTS ARE MADE.

BOTH HAVE PROS AND CONS IN TERMS OF SOCIAL DESIGN.

SHYPOSTING

A PORTION OF USERS REPORT DISCOMFORT WITH HRTC DUE TO THE INCREASED INTIMACY AND EXPOSURE OF THEIR TYPING EXPERIENCE.

A SIMPLE FUNCTION OF "STATIC POSTING" IS EASILY INTEGRATED, RESULTING IN THEIR CLIENT ONLY SENDING UPDATES AT THE COMPLETION OF A MESSAGE, IDENTICAL TO TRADITIONAL SYNCHRONOUS COMMUNICATION.

HOWEVER, THIS IS IGNORED AS AN OPINIONATED DESIGN WITH THE MORE ELEGANT INTEGRATION OF SHYPOSTING: MACHINE-CENSORED TEXT THAT STILL SHOWS EVERY LETTER AS ITS BEING WRITTEN, BUT COVERED (E.G. IN UNICODE SYMBOLS, OR CHINESE).

ÅwÉGÉçÉeÉBÉbÉN

THE DESIGN IS INSPIRED BY THE CHAT SEQUENCES IN THE FILM "ALL ABOUT LILY CHOU-CHOU" (2001).

THIS COMPROMISE ALLOWS THE USER TO SIGNAL PARTICIPATION IN THE FLOW OF CONVERSATION AS THEY PREPARE THEIR MESSAGE WHILE GREATLY REDUCING THE VULNERABILITY.

THIS MAY NOT BE IDEAL UP FRONT FOR ALL USERS, SOME SUFFER FROM A "CONCEPTUAL STUTTER" IN TEXTING—REPEATEDLY REWRITING A MESSAGE, OVERTHINKING IT—OUR RESEARCH FINDS THESE HANDICAPS ARE QUICKLY OVERCOME WITH PRACTICE, AND THE ONLY SERIOUS CONCERN IS INITIAL FEAR OF POSTING.

HYBRID STATIC/REALTIME BOARDS

AN IDEAL CONSTRUCTION FOR THE REALTIME IMAGEBOARD IS DISTINGUISHING BETWEEN THE "GENERAL" AS A REALTIME CHATROOM, AND THE TRADITIONAL "THREAD" AS A STATIC, TEMPORAL AND ASYNCHRONOUS BBS DISCUSSION.

THE CLASSIC WESTERN IMAGEBOARD, 4CHAN, EXPERIENCED A DRASTIC CHANGE IN ITS POSTING CHARACTER ONCE IT GREW PAST A CERTAIN INFLECTION POINT WHERE BOARDS BECAME DOMINATED BY THE "GENERALS" AS A RESULT OF HIGH POSTING FREQUENCY.

THE "GENERAL" IS MORE EFFICIENTLY SERVED BY THE REALTIME FORMAT AS AN ACTIVE SYNCHRONOUS CHATROOM OF REOCCURING PSEUDONYMOUS REGULARS.

THIS WOULD THEN ALLOW THE TRADITIONAL IMAGEBOARD THREAD TO THRIVE BY PROVIDING IT AS A STATIC CONSTRUCT.

THIS WOULD IDEALLY BE PRESENTED SEPARATELY BUT SIMULTANEOUSLY IN THE UX, EXPOSING USERS TO BOTH OPTIONS WHEN NAVIGATING ONTO AN INTEREST BOARD.

MULTITRACK POSTING

CURRENT IMAGEBOARD UX HAS A SINGLE THREAD OPEN AT A TIME ON A WEBPAGE.

THIS IS NON-IDEAL AS IT LOCKS USERS INTO SINGLE DISCUSSION LINES, MAKING IT DIFFICULT TO SEE IF NEW REPLIES HAVE BEEN MADE IN OTHER THREADS, MISSING THE MOMENT FOR TRIGGERING ASYNCHRONOUS TO SYNCHRONOUS CONVERSATION.

IT IS ALSO OUTDATED, AS DESKTOP SETUPS HAVE MUCH LARGER MONITOR SIZE AND RESOLUTIONS THAN WHEN THE UX WAS INITIALLY DESIGNED, LEAVING MUCH SCREEN REAL ESTATE UNUSED.

THIS WOULD BE BEST RESOLVED BY A REINTERPRETATION OF THE UX INTO A SPLITTING WINDOW FORMAT, ALLOWING USERS TO PRESENT MULTIPLE CONVERSATIONS AT ONCE ON THEIR SCREEN.

WATCHING/NOTIFICATIONS

THE ABILITY TO BE NOTIFIED OF NEW POSTS WITHIN IN THREADS, OR REPLIES TO ONE'S OWN POSTS.

KEYBOARD CONTROLS

FULL KEYBOARD CONTROL ALLOWS FULLY EFFICIENT POWER POSTING, HELPING ENTER USERS INTO A TRANSCENDENT CONVERSATIONAL STATE AND NAVIGATING MORE RAPIDLY BETWEEN CONVERSATIONS, LUBRICATING ENGAGEMENT ACROSS THE PLATFORM.

THE RELIANCE ON A MOUSE IS SIMPLY INEFFICIENT, AND THE IMAGEBOARD UX DOES NOT ACTUALLY HAVE VERY MANY INPUTS.

REACTIONS

THE ABILITY TO SIMPLY GIVE A POSITIVE REACTION, A FUNCTIONALLY MEANINGLESS LAUGH OR HEART REACT, IS A GREAT LUBRICANT OF CONVERSATION WITHOUT DEMANDING LABORIOUS FORCED REPLIES.

IT ALSO PROVIDES AN AREA FOR LURKER COMMUNICATION BEFORE THEY'VE ENTERED A POSTING MINDSET.

THIS WILL LIKELY PROVE TO BE THE MOST CONTROVERSIAL SUGGESTION TO THE TRADITIONAL IMAGEBOARD DESIGN, BUT IT MAKES SENSE AFTER EXPERIENCING THE REALTIME FORMAT AND SEEING HOW IT PLAYS OUT MORE LIKE AN IRC CONVERSATION THAN STATIC, ASYNCHRONOUS FORUM DISCUSSIONS.

THE INTRODUCTION OF REACTIONS SHOULD NOT HAVE UNFORESEEN CONSEQUENCES AS THEY ARE MERE SOCIAL SIGNALS WITHOUT AN ACTUAL FUNCTIONAL INTERVENTION IN THE PLATFORM'S SOCIAL DESIGN.

SAGE MUTEVOTE

A CONCEPT DESIGN THAT WOULD NEED MORE RESEARCH AND TESTING.

HISTORICALLY, 4CHAN HAD A COMMUNITY CULTURAL MODERATION TECHNIQUE THROUGH THE USE OF "SAGE".

SAGE FUNCTIONALLY ALLOWS A USER TO MAKE A REPLY WITHOUT BUMPING THE THREAD.

THE INITIAL DESIGN WAS OUT OF POLITENESS TO NOT BUMP AN OLD THREAD TO THE TOP OF FRONTPAGE IF THE COMMENT DID NOT JUSTIFY IT.

HOWEVER IT ALSO BEGAN TO BE USED TO DIRECTLY STATE "SAGE" AT A USER, INDICATING DISAPPROVAL AND SHAMING FOR THEIR POOR POSTING, NOT WORTHY OF A BUMP OR SERIOUSLY REPLY.

INSPIRED BY THE VOTEKICKS OF 00S PC GAMING (COUNTERSTRIKE, TEAM FORTRESS 2 ETC), WE PROPOSE "SAGE" AS A MUTEVOTE:

- IF X/Y RECENTLY ACTIVE IPS IN A REALTIME THREAD REPLY SAGE TO A USER OVER THE LAST X HOURS, USER IS MUTED FOR 1 HOUR.

THIS WOULD PROVIDE POWER FOR THE COMMUNITY TO INITIATE SHAMING MEASURES, AS WELL AS BASIC MODERATION AGAINST RAIDS, WITHOUT RELIANCE ON THE ACTUAL MODERATORS.

IT ALSO HELPS MITIGATE "SAMEFAGGING", A USER PRETENDING TO BE MULTIPLE DIFFERENT USERS FOR THE SAKE OF DISRUPTION; WITHOUT OUTING ONE'S PSEUDONYMITY, A SLEW OF POOR POSTS MIGHT ALL GET "SAGED" AND, UNBEKNOWST TO THE CROWD, ALL ORIGINATE FROM THE SAME IP, SILENCING THE DISRUPTOR.

REQUIRING A DIRECT POST MADE ALSO HELPS MAKE CLEAR ITS A SOCIAL SHAMING MECHANISM, RATHER THAN A QUIET DEMOCRATIC VOTE LIKE REDDIT'S DOWNVOTES.

HOWEVER, IT HAS A RISK OF BEING "51% ATTACKED", IF RAIDERS/TROLLS USE IT AGAINST THE ACTUAL CORE COMMUNITY,

SO IT COULD BE IMPLEMENTED WITH SOME MORE ADVANCED FORM OF
SYBIL DETECTION.

IT'S ALSO UNCLEAR IF THIS MAY HAVE UNFORESEEN CONSEQUENCES
IN RESULTING IN A CONFORMIST CULTURE ABUSING IT TO POLICE
OPINIONS RATHER THAN MANNERISMS.

MORE RESEARCH IS NEEDED.

HYPERFINANCIALIZATION BASICS

LEAPING OVER THE "NETWORK EFFECT" GREAT WALL IN LAUNCHING
A NEW SOCIAL NETWORK IS NON-TRIVIAL, BUT
HYPERFINANCIALIZATION IS A VERY EFFECTIVE TOOL FOR SOCIAL
BOOTSTRAPPING.

THIS IS MISSED BY MANY WHO FOCUS ON THE MONEY, RATHER THAN
UNDERSTANDING MONEY IS ONLY A TOOL FOR COMMUNICATING
FORMATION.

OTHER ATTEMPTS TO FINANCIALIZE SOCIAL NETWORKS USING WEB3
PRIMARILY USE IT PURCHASE ENGAGEMENT FOR AN OTHERWISE
UNAPPEALING PLATFORM (AN UNSUSTAINABLE TRADE; USED ALMOST
EXCLUSIVELY TO RE-RAISE) RATHER THAN ORGANIZE INCENTIVE
DESIGN TOWARDS THE REAL GOAL OF RETENTIVE ENGAGEMENT.

MILADYCHAN EXPLOITS EFFECTIVE HYPERFINANCIALIZATION
TOWARDS MEANINGFUL BOOTSTRAPPING TO ACCELERATE USER
ACQUISITION AND RETENTION ONTO ITS AGGRESSIVELY STICKY
PLATFORM.

BOOTSTRAPPING

██
██
████████

██
██
██
████████████████████████████████

██
██

SALES FRACTAL

MULTI-LEVEL MARKETING IS SALES AS DIRECTED PERSUASION AT
ITS PUREST AND MOST SELF-PERPETUATING AS A VIRAL SALES
FRACTAL.

WITH ANY FORM OF FINANCIALIZATION, THE INTRODUCTION OF
SOCIALIZED AFFILIATE SCHEMING (SEE: YAYO SALES TERRORISM)
IS A NATURAL AND EFFECTIVE REDISTRIBUTION OF INCENTIVES
FROM CENTRAL ENTITY TO ITS ACTIVELY PARTICIPATING AGENTS.

THIS IS MADE MOST EFFECTIVE IN THE MULTI-LEVEL STRUCTURE
ALIGNING INVITEE WITH INVITEE.

NEUROHIJACKING

MEN SHED CONSCIOUS THOUGHT TO PASSIVE HABITS WHICH
DOMINATE DAILY BEHAVIOR: REPETITION BURNS INTO THE BRAIN
DEFINING EVER DEEPER NEUROLOGICAL PATHWAYS LIKE WATER
DIGGING A RIVER THROUGH CLIFFS.

HABIT FORMING MECHANISMS UTILIZED TOWARDS MAINTAINING USER
ENGAGEMENT ARE WELL UNDERSTOOD BY GACHA GAMES AND MMO'S.

AGAINST FARMING

THE INTRODUCTION OF POTENTIAL VALUE WILL ALWAYS RUN THE RISK OF SYBIL ATTACKS AND USER FARMING.

BECAUSE WE SEEK GENUINE AND QUALITY ENGAGEMENT, NOT JUST ARTIFICIAL USER METRICS, WE WILL NEED TO EMPLOY EFFECTIVE MEASURES AGAINST INSINCERE ENGAGEMENT.

AGAIN, VIDEOGAMING PROVIDES US WITH THE BEST REFERENCE, AND THE SOLUTION IS NOT TRYING TO "IDENTIFY AND ELIMINATE" BAD ACTORS, BUT OBFUSCATING SPECIFIC VALUE PER ACTION TO DISINCENTIVE THE LABOR:

(1) RANDOMIZATION: INTRODUCING HIDDEN RANDOM SEEDS TO DIFFERENT ACTIVITIES.
(2) MULTIFACTOR ENGAGEMENT: REWARDING A COMPREHENSIVE, ORGANIC COVERAGE OF ACTIVITY INSTEAD OF INDIVIDUAL ACTIONS IN ISOLATION.
(3) ROTATING WEIGHTS: REGULARLY ROTATING THE VALUE WEIGHTING OF DIFFERENT ACTIVITIES.
(4) DELAYED GRATIFICATION: DISTRIBUTION OF REWARDS DO NOT HAPPEN IMMEDIATELY.

THE BEST VALUE PROPOSITION IS SIMPLY BECOMING AN AUTHENTIC USER.

POST-MONEY ASCENSION

REMILIA CORPORATION RESEARCH SHOWS SOCIAL AND SPIRITUAL
WEALTH HOLDS A SIGNIFICANT REAL VALUE UNDERMEASURED BY
NOMINAL ESTIMATIONS AND UNDERPRICED BY THE MARKET DUE TO
DIFFICULTY OF TRANSFER.

IF POINTS ARE FAUCETED BY USER ACTIVITY, DILUTION OCCURS
IN LINE WITH USER GROWTH; WHILE USER GROWTH INTRODUCES
HIGHER GENUINE ENGAGEMENT.

WITH A WELL-MANAGED USER CULTURE, THE VALUE PROPOSITION
WILL CROSS-OVER FROM ANY SERIOUS POINTS INCENTIVE TO THE
BASIC VALUE PROVIDED BY PARTICIPATION IN THE NETWORK
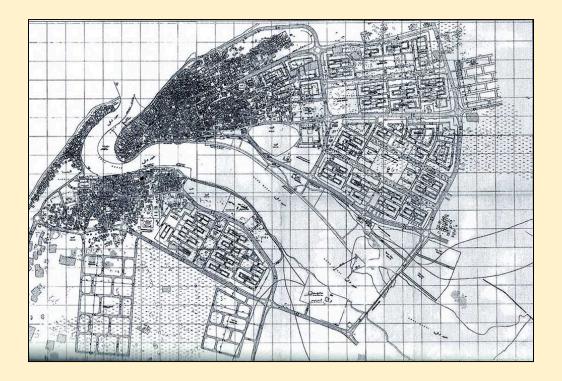CULTURE.

EITHER WAY, THEY REMAIN REWARDED BY THEIR RETENTIVE
ENGAGEMENT; BUT THE REWARD IS NOW IMMATERIAL-SOCIAL,
SPIRITUAL.

THIS IS THE GROWTH STRATEGY; AND AS AN INCENTIVE IT RIDES
A SCALE BASED ON TIME-VALUE OF MONEY OF INDIVIDUAL USERS,
SLOWLY DESCENDING DOWN AN INCOME GRADIENT WHICH ALSO CAN
BE PRESUMED TO TRACK INVERSELY TO USER CONTRIBUTION VALUE
AND RECEPTIVE IMMATERIAL VALUE.

THUS, IN THE FINAL STAGES OF THE POINTS LIFECYCLE, THE
CORE USERBASE REMAINS INVESTED IN THE NETWORK, WHICH IS A
PROPOSITION OF MUCH DEEPER VALUE THAN ANY EARNED POINTS.
THE BOOTSTRAP IS COMPLETE.

II. STRATEGIES

MANAGED COMMUNITY GROWTH

FORUMS ARE A MASTER-PLANNED COMMUNITY. THEY SHOULD HAVE
CAREFULLY MANAGED GROWTH.

CULTURE IS A PRODUCT OF CONVERSATION

NEW FORUM LEADERS HARBOR TWO MISCONCEPTIONS THAT STUTTER OR KILL THE EMERGENT ACTIVITY THEY HOST:

(1) THE CREATION OF A NEW CHANNEL WILL ATTRACT NEW USERS TO THE PLATFORM, RATHER THAN REDIRECT EXISTING USERS ON THE PLATFORM.

(2) CHANNELS ARE MADE TO ORGANIZE TOPICS OF DISCUSSION, RATHER THAN TRIBAL POPULATION OF USERS.

BOTH INCORRECT.

CHANNELS ARE LIKE CONVERSATIONS A PARTY, YOU CAN'T SPLINTER INTO BREAKOUT ROOMS WITHOUT MORE BODIES AND GOOD CONVERSATION IS ENTIRELY SUBJECT TO THE PERSONALITIES PARTICIPATING REGARDLESS OF THE INITIAL SUBJECT OF CONVERSATION.

(1) NEW CHANNELS SPLINTER ACTIVITY, NOT GENERATE IT

EVERY NEW CHANNEL IS A SERIES OF SUBCHANNELS ULTIMATELY DOWNSTREAM OF THE PRIMARY GLOBAL CHANNEL, PROGRESSIVELY SPLINTERING ACTIVITY.

EACH NEW SPLINTER SHOULD ONLY BE MADE WHEN THE ORIGINATING CHANNEL HAS REACHED A SURPLUS OF DISCUSSION ON A PARTICULAR SUBJECT—OR MORE ACCURATELY, A SPECIFIC TRIBAL GROUPING OF USERS COORDINATED AROUND A DEFINABLE SUBJECT—SUCH THAT IS SUSTAINABLE FOR BOTH THE ORIGINAL CHANNEL AND THE NEW SUBCHANNEL TO EXCISE THIS GROUP INTO THE NEW CHANNEL.
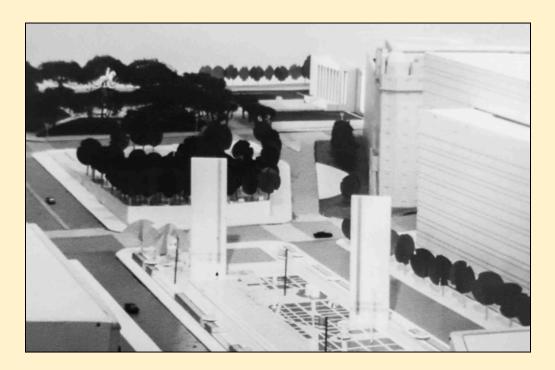
(2) USERS ORGANIZE INTO TRIBES, NOT TOPICS

EACH CHANNEL IS A SOCIAL TRIBE, INFORMED BUT NOT DEFINED BY THE INTEREST TOPIC THAT INITIALIZED IT.

USER CULTURE IS DOWNSTREAM BY THESE INIT CONDITIONS BUT
ULTIMATELY IS AN ENTIRELY EMERGENT PHENOMENON DEVELOPED BY
THE SPECIFIC USERS THAT FORM THE GROUP.

ONE CANNOT SIMPLY REPLICATE THE "MAGIC" THAT MAKES ONE
CHANNEL HIGHLY ACTIVE ONTO A NEW CHANNEL WITHOUT CAREFULLY
CONSIDERING THE PARTICIPANTS AND CULTURE INTRODUCED TO THE
CHANNEL.

ORGANIC GROWTH SCHEDULE

IT IS IMPORTANT TO CREATE A SEED CULTURE TO DEFINE THE COMMUNITY.

REMILIA WILL BEGIN WITH A MILADY AND REMILIO BOARD, AND JUST LIKE THE DIGITAL TRIBES INTRODUCED TO TWITTER, EACH WILL BE NUDGED INTO DIFFERENT SOCIAL DIRECTIONS.

TO ACHIEVE ACCURATE SEEDING, THEY WILL BE GATED TO HOLDERS UNTIL READY FOR PUBLIC CONSUMPTION.

THIS ALSO SERVES AS A BETA TESTING STAGE OF THE MINIMUM VIABLE PRODUCT TO BEGIN RECEIVING USER FEEDBACK AND STRESS TESTING.

STAGE 1: PRIVATE TRIBAL COMMUNITY SEEDING

MILADY WILL SERVE AS THE MAIN GENERAL BOARD OF CASUAL INTEREST, SIMILAR TO 4CHAN'S RANDOM (/B/); BUT WITH AN EMPHASIS AGAINST NSFW AND AGGRESSIVE DISRUPTIVENESS. REMILIO ON THE OTHER HAND, WILL BE MUCH MORE ANYTHING GOES, WHILE ALSO PLATFORMING CRYPTOCURRENCY AND FINANCE DISCUSSION.

ONE CAN REFER TO 4CHAN'S /BIZ/ AS AN EXAMPLE, SOMETHING THAT WAS HISTORICALLY EXCITING AND VALUABLE, BUT BY ALL ACCOUNTS, FELL OFF HARD.

INITIALLY BOTH WILL BE GATEKEPT TO REMILIA ASSET HOLDERS, TO ENSURE AN EXCLUSIVE, HIGH QUALITY POSTING COMMUNITY IS MADE.

THE OPENING UP PROCESS TO THE PUBLIC WILL HAPPEN ONLY AFTER A CLEAR CORE CULTURE AND IDENTITY IS DEFINED, SO THAT NEWCOMERS CAN BE CAUTIOUSLY MANAGED AND INDUCTED INTO THE CULTURE OR BE SHAMED OUT.

IDEALLY, THIS PROCESS HAPPENS ORGANICALLY THROUGH COMMUNITY SELF-MODERATION, WITHOUT ESCALATION TO ACTUAL MOD INTERVENTION.

THIS IS HOW 4CHAN THRIVED, AND A CHANGE IN MODERATION POLICY AGAINST CULTURE MANAGEMENT IS WHAT WAS RESPONSIBLE FOR IT'S FALL.

IT'S A PROCESS OUR TEAM UNDERSTANDS VERY WELL AFTER REPEAT COMMUNITY RUNS ACROSS IMAGEBOARD, IRC AND 2.0 SOCIAL MEDIA FORMATS.

/YAYO/ WILL FOLLOW AS A BOARD FOCUSED ON HEALTH/FITNESS, NON-CRYPTO FINANCE AND TV/FILM.

STAGE 2: HOBBY BOARD EXPANSION

TRADITIONALLY, IMAGEBOARDS HAVE BEEN ORGANIZED SOLELY BY HOBBY INTEREST.

POORLY MANAGED IMAGEBOARDS COMMIT A FALLACY THINKING THE CREATION OF A HOBBY BOARD WILL GENERATE NEW ACTIVITY ATTRACTED TO THE PREVIOUSLY UNCATERED INTEREST.

REMILIA CORPORATION RESEARCH LABS HAVE DISPROVEN THIS THEORY.

BOARDS MUST BE TENDED TO AND GROWN CAREFULLY, WITH ACITVITY ONLY EXPANDING INTO NEW BOARDS ONCE A SPECIFIC INTEREST HAS GROWN ENOUGH OF A FOLLOWING TO ORGANICALLY FILL A NEW BOARD.

THE COMBINATION OF MILADY, REMILIO AND YAYO COVERS MOST OF THE WIDE RANGE OF OUR EXISTING COMMUNITY'S INTEREST SETS.

HOWEVER, AS EACH COMMUNITY GROWS IN SIZE, IT'S LIKELY SPLINTER GENERALS WILL FORM, AND EVENTUALLY THESE GENERALS WILL HAVE SPLINTERS OF THEIR OWN, AT WHICH TIME IT'S CORRECT TO PROVIDE A DEDICATED BOARD.

ONCE A DEDICATED BOARD IS PROVIDED, AND, IMPORTANTLY, SUSTAINABLY FILLED WITH ACTIVITY, IT THEN ACTS AS AN ATTRACTOR FOR NEW OUTSIDE POSTERS COMING FOR THE SPECIFIC HOBBY INTEREST.

THIS IS HOW THE IMAGE BOARD FINDS SUSTAINABLE GROWTH.

THE RISK THAT HAS TO BE MANAGED IS CREATING THE SPLINTER BOARD TOO EARLY, WHICH THEN SPREADS ACTIVE USERS THIN, RISKING BOTH BOARDS MOVING FROM HAVING PRIMARY CONVERSATIONAL THREADS TO BEING SOLELY ASYNCHRONOUS—A "DEAD" BOARD.

THIS IS LIKE PUTTING OUT A FIRE, IT'S MUCH HARDER TO RESTART ONCE IT'S KILLED.

AN EXAMPLE OF HOW THIS WILL PLAY OUT:

    (1)   THE MAIN MILADY GENERAL WILL HAVE SOME
            MINORITY OF KPOP FANS.

    (2)   THESE FANS WILL EVENTUALLY SPLINTER OFF TO
            CREATE A KPOP SPECIFIC GENERAL.

    (3)   EVENTUALLY, THEY'LL WANT TO SPLIT FURTHER,
            INTO A GIRL GROUP AND BOY GROUP DEDICATED
            GENERALS, AS WELL AS GENERALS FOR SPECIFIC
            GROUPS.

THIS IS ENTIRELY A NATURAL EVOLUTION OF SCALING USER BASE.

AT THIS STAGE, WE WOULD WANT TO PROVIDE A DEDICATED KPOP
BOARD.

JUST KNOWING OUR OWN AUDIENCE, OUR MOST LIKELY FIRST
BOARDS WILL BE KPOP, ANIME AND GAMING; AS WELL AS ASIAN
LANGUAGE BOARDS RELATED TO OUR INTERNATIONAL AUDIENCE
FORMED FROM OUR RAVES (CN, KR, JP).
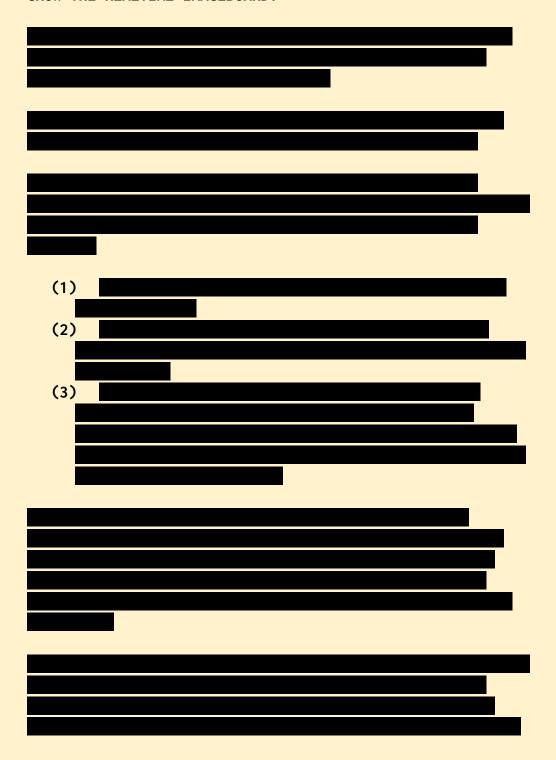
ARTIFICIAL COLONIZATION

ONE MUST NOT ONLY RELY ON ORGANIC GROWTH AND SPLINTERING.
STRATEGIC ASTROTURFING CAN BE UTILIZED TO CAPTURE NEW
USERS, AND SEED NEW COMMUNITIES.

THIS IS ESPECIALLY EFFECTIVE DUE TO SUPERSYNCHRONOUS
COMMUNICATION BEING BOTH A STRONG HORSE AMONG TRADITIONAL
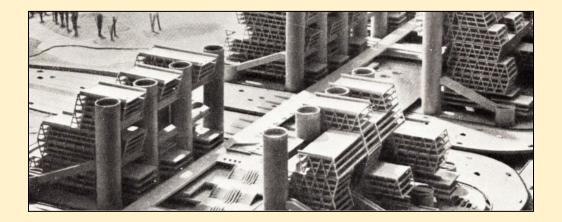CHAT OPTIONS AND HAVING LOW UNIT SUSTAINABILITY.

THE METHOD IS SIMPLE:

INCENTIVIZE EXISTING USERS TO TEMPORARILY SUSTAIN
CONVERSATION IN A NEW SPLINTER WHILE ATTEMPTING TO
INTRODUCE FRESH USERS UNTIL SUSTAINABILITY IS REACHED AND
EXISTING USERS CAN PULL OUT, LEAVING ONLY THE NEW SEED
COMMUNITY.

THIS METHOD CAN BE REPEATED INDEFINITELY TO EXPONENTIALLY
GROW THE REALTIME IMAGEBOARD:

██
███
██████████████████████████████████

██
██

██
███
███
█████████

 (1) ██
   ███████████████
 (2) ███
   ██
   ██████████████
 (3) ██
   ██
   ██
   ██
   █████████████████████████████

██
███
███
███
███
████████████████

██
██
██
██

REMILIA INTEGRATIONS
(PLANNED AND ACTUAL)

HUMANS ARE TRIBAL, THEY WANT TO BE WITH THEIR FRIENDS, WHICH IS WHY THE GREATEST HURDLE OF ANY NEW SOCIAL NETWORK IS THE "NETWORK EFFECT".

REMILIA RESOLVED THIS BY BUILDING ITS OWN MULTIFARIOUS, PLATFORM-AGNOSTIC TRIBE, WHICH NOW FORMS THE SEED COMMUNITY FOR MILADYCHAN, AND IN THE FUTURE, REMILIA CHAT.

ALONGSIDE THE BASIC HYPERFINANCIALIZATION PRINCIPLES, REMILIA INTEGRATES ITS EXISTING BLOCKCHAIN ASSETS TO PROVIDE NATIVE VALUE.

GATED TRIBAL BOARDS

THE TRIBAL COMMUNITY BOARDS WILL REMAIN GATED TO REMILIA HOLDERS, PROVIDING A SEMI-PRIVATE VIP SPACE TO HELP ENSURE A CORE COMMUNITY DYNAMIC IS DEFINED.

4CHAN EXPERIMENTED WITH THIS WITH THE VIP PASS BUT IT WAS A REVERSAL SINCE IT WAS PROVIDED LONG AFTER THE CORE COMMUNITY HAD BEEN WASHED OUT BY CANCER AND MOSTLY PURCHASED BY THE SAME.

SINCE OUR COMMUNITY FORMED PRIOR TO THE PLATFORM, THIS SERVES AS A GENUINE OG SPACE.

AND AS WE'VE ALWAYS DEFINED OUR COMMUNITY AS ONE BEYOND THE ACTUAL NFT HOLDERS, WE'LL PROVIDE EXCEPTIONS TO THE MILADY VILLAGE DISCORD AT A CERTAIN USER LEVEL OF POSTING.

THIS PROVIDES AN ORGANIC OPPORTUNITY FOR GOOD POSTERS TO ENTER THE OG REALM WITHOUT ANY ACTUAL MONETARY COST.

LIKEWISE, MERELY BEING AN ASSET HOLDER WOULD NOT PREVENT BEING MUTED, BANNED OR SHAMED IN THE TRIBAL BOARDS.

WE WILL INSTEAD LIKELY SEE A GREATER EFFORT MADE TO GATEKEEP ITS QUALITY, AND TO FOLLOW THOSE COMMUNITY DEFINED CULTURAL STANDARDS TO AVOID THE DISCOMFORT.

"SYBILLING" BY SIMPLY TRANSFERRING THE ASSET TO A NEW WALLET CAN BE EASILY MITIGATED BY FORCING SOME X DAYS DELAY TO ENTER THE BOARDS AFTER RECEIVING THE NFT.

BEETLE GAME

BEETLE GAME IS AN ON-GOING METAPHOR FOR REMILIA'S GAMIFIED HYPERFINANICALIZATION; THE "DOESN'T EXIST" GAME THAT CONSTANTLY BRINGING ITSELF INTO EXISTENCE AS WE PROGRESSIVELY ADVANCE OUR SOCIAL TECH.

IN THE INSTANCE OF MILADYCHAN, BEETLE GAME IS A DAILY CLAIM:

(1) DAILY CLAIM: REWARD ON DAILY CHECK-IN [HABIT TRAINING]
(2) CLAIM STREAK BUFFERS: BOOSTS TO ROLLS FOR MAINTAINING AN ON-GOING STREAK [HABIT TRAINING]
(3) SUNDAY DOUBLE: REGULAR BOOST ON SUNDAY'S CLAIM FOR ALL USERS [CONCENTRATION FUNNEL]

LATER STAGES HOPE TO INTRODUCE DIFFERENT GRADES OF BEETLE ROLLED RANDOMLY, BEETLE CRAFTING AND BEETLE BETTING; AS WELL INTEGRATING BEETLES AS A CURRENCY ACROSS THE ECOSYSTEM.

(BEETLES ARE THE FUTURE WORLD RESERVE CURRENCY OF THE ATTENTION ECONOMY)

BANNERS

THE BANNERS COLLECTION WAS PRODUCED IN COMMUNION WITH THE MILADY COMMUNITY AS AN ORGANIC COLLABORATION REFLECTING ITS UNIQUE INTERNET CULTURE AND HUMOR.

THEY ARE REPRISED AS THE RANDOM BANNER "ADS" ON MILADYCHAN, LINKING TO THEIR DIRECT NFT LISTING; AS MILADYCHAN DOES NOT RELY ON TRADITIONAL ADVERTISING REVENUE.

(THIS IS A MEANINGLESS GIMMICK FOR THE CULTURE)

KAGAMI MASCOTS

KAGAMI ACADEMY ARE PIXEL-BASED GENERATIVE ANIME CHARACTERS INSPIRED BY THE "DESKTOP BUDDY".

THEY ARE PROVIDED AS DESKTOP MASCOTS ON THE SCREEN GATED TO NFT HOLDINGS.

IN THE FUTURE THEY MAY BE DEVELOPED INTO MORE ADVANCED
PROGRAM FUNCTIONING AS AN AI-AUGMENTED REPRISAL OF THE
DESKTOP BUDDY.

(IT WOULD BE CUTE)

<u>LIFESTYLE RADIO</u>

AN OLD C.FANG DESIGN PREDATING REMILIA, INITIALLY
CONCEPTUALIZED FOR A PREVIOUS IMPLEMENTATION OF THE
REALTIME IMAGEBOARD: AN ALGORITHMIC ALBUM-BY-ALBUM RADIO
PREPARED FOR EACH BOARD.

EXISTING WEB RADIO SOLUTIONS ALL ATTEMPT TO IMITATE THE
LIVE BROADCAST RADIO'S SINGLES FORMAR, BUT BY RELYING ON
ALBUMS INSTEAD, THE TRANSITION IS FAR MORE THEMATICALLY
ELEGANT, THE CURATOR HAS MUCH MORE FREEDOM IN SELECTING
FOR VARIETY, AND MUCH LOWER OVERHEAD IN FILLING OUT A
PLAYLIST.

IT'S FURTHER BROKEN DOWN INTO TIMED BLOCKS TO ALLOW A
VARIETY OF THEMED PLAYLISTS OCCUR DURING THE DAY:

- THE RADIO IS DESIGNED INTO 3 LAYERS: STATION, BLOCK,
  RECORD;
- EACH STATION PLAYS 6 4-HOUR BLOCKS A DAY;
- EACH BLOCK HAS A PLAYLIST OF RECORDS;
- EACH RECORD IS PLAYED IN FULL ONCE ITS BEGUN;
- WHEN THE RECORD FINISHES, IF THE BLOCK IS FINISHED,
  A NEW BLOCK IS RANDOMLY SELECTED;
- BLOCKS CAN BE SELECTED FOR ANY TIME OF THE DAY OR
  LIMITED TO SPECIFIC TIMES.

EACH BOARD ON MILADYCHAN HAS A SINGLE STATION CURATED FOR
THE BOARD, WHICH CAN BE TURNED ON AT ANY TIME FOR POSTERS
TO LISTEN TO IN SYNC.

THIS IS DESIGNED TO UNIFY THE POSTING CHARACTER AND
EXPERIENCE AS THE DAY PROGRESSES.

(AND ONE DAY, WHY NOT A LIFESTYLE RADIO FOR EVERY
REMILIAN, GENERATED FROM ONE'S OWN LIBRARY?)

MILADYBOORU

III. APPENDIX

A. <u>REALTIME IMAGEBOARDS: A PROMISING PATCHWORK FUTURE
FOR ONLINE COMMUNITIES</u>

PRELIMINARY ANALYSIS OF THE REALTIME INNOVATION,
NOVEMBER 2018

Realtime Imageboards:
A Promising Patchwork Future for Online Communities
November 10, 2018

DRESDEN
[XCELA GROUP]

A preliminary analysis of the traditional imageboard and the realtime imageboard innovation.

§1 Static Imageboard Exceptionalism

In the landscape of digital social communities, imageboards are wholly unique. Their structure falls somewhere in-between Web 1.0 and Web 2.0, and the products of their culture are uniquely influential, even onto the real world.

§1.1 Key Features: Anonymity & Transiency

Imageboards are unique among Web 2.0 social platforms in having no accounts, usernames or identity of any kind. Users can simply navigate to the site and engage freely in posting-all posts carry the same "Anonymous" name by default.

In general, anonymity is believed to create an atmosphere of honesty and openness in debate, free from the egos and reputation that corrupt non-anonymous discussions.

The nature of anonymous discussion is commonly described as: "What's important is what is said, not who said it."

Anonymity is bolstered by data transiency: content is deleted shortly on the order of days, if not hours. There are a certain amount of threads allowed on each board, and as a new one is made, the oldest one to last receive a response is deleted; and after a certain number of posts, all threads stop counting any new responses.

This leads to a knowledge that anonymity won't be broken due to identification of historical speech patterns and contributes to the noise on the network.

Users are enabled by their confidence in post discreteness. As each individual post is not connected to any other, they have the freedom to change their attitude, contradict themselves, disengage a debate, argue controversial positions, play devil's advocate, etc. without reservation. There is no motivation to fight a lost argument to save face when there is no face to save.

The two tenets of anonymity and transiency are central to the imageboard structure and the culture that it produces.

The result is a reputation-less discussion with no social consequences levied on an individual's comments, allowing the pure discussion that leads to a genuine marketplace of ideas.

§1.1.1 Anonymity and Post-Authorship

Individuals familiar with identity-based communities tend to misalign the freedom enabled by anonymity as also enabling disingenuous or sophistic communication: as there is no reputation cost to arguing dishonestly, it must incentivize it.

Yet, the incentive for sophistry itself stems from defending one's reputation, without it, there is no reason to participate in disingenuity-except for the sake of subversion, and subversion itself is harmless when the only goal and practice is intellectual debate.

"Dishonesty" is itself meaningless with no identity attributed to the speaker; all discussion may as well be taking the stance of devil's advocate.

In a community without ego or identity, the distinction between irony and sincerity, humor and seriousness is rendered moot. Intentionality cannot be derived without an author; anonymity refines discussion to content, and content alone.

This is the nature of ego-less discourse outsiders bred on less pure forms of online discussion have trouble understanding, which is primarily what leads them to being identifiable as such.

§1.2 Cultural Production

In terms of cultural production and influence, it's commonly recognized that imageboards are significantly overrepresented over their contemporaneous digital alternatives.

There are multitude of aspects contributing to this phenomenon, but they all fundamentally rooted in the inherent network effects produced by imageboard's transient, anonymous communication.

§1.2.1 Complex Self-Organization

Imageboards are known to quickly and suddenly coordinate into elaborate projects or "operations", organized horizontally, with no leader, yet capable of impressive results.

This behavior is not unlike those observed in nature as swarm intelligences or in self-organization in thermodynamic systems; in this way the user base can be seen as participants in a kind of digital hivemind.

Harnessing their lack of ego, they can perform as daemons, independent yet identical actors, tapping into the underlying current of the network, who, through them, can spontaneously manifest itself into complex structures.

§1.2.2 Distributed Think Tank

The unique, counterintuitive predictions, criticism and analysis that are produced within imageboard networks are often surprisingly accurate or predictive.

The inherent culture of intense debates and free discussion operates on principles that lead to the common attribution of imageboards as a "massively distributed think tank."

The most similar parallel is to the RAND Corporation's Delphi Method, designed to aggregate the diverse opinions of experts on the principle that aggregate forecasting is more accurate than the individual; the same principle is at play in prediction markets—both systems well-known for their high predictive accuracy. Imageboards naturally perform the same process, leading the group as a whole towards insightful conclusions.

The opinions that have been settled into general consensus on any given board can be reliably counted upon to have the sharpest standards of taste, the most insightful analysis, or the most contemporaneous positioning of any other online community, and most individual experts, due to this.

This can be framed another way as a pure implementation of John Milton's marketplace of ideas: "the truth will emerge from the competition of ideas in free, transparent public discourse and concludes that ideas and ideologies will be culled according to their superiority or inferiority and widespread acceptance among the population."

Only through the elimination of ego and reputation can honest, free discourse be had, and through it, Truth illuminated.

§1.2.3 Lucid Shitposting as Delphi Divination

Imageboards are renowned for their ability to convert the cultural zeitgeist into resonant memetic imagery and concepts that regularly filter downwards to the non-anonymous online communities, and even into real world culture.

It's been said 4chan is the wellspring from which all memes flow.

This can largely be attributed to the practice of shitposting, a form of posting that employs constant layered humor and compressed references, that in its most intense form one loses oneself in a "lucid state", where it feels as if one's words are not their own.

The act of going lucid works to subconsciously express the collective mind, as though it was divined from a muse-in reference to the aforementioned Delphi Method, the practice can be described as Delphi Divination: a trance-inducing ritual that uncovers the touchstones of the collective consciousness of that particular network, the imageboard community currently being engaged with.

Through aligning with the occult flows of the network, individuals become a multitude, and so achieve a divine (within the confines of this digital environ) inspiration that manifests in dense jokes and memetic artifacts, whose resonance, confirmed by propagation, speaks to their ability to express the archetypes present in the shared network.

§2.1.0 Vulnerabilities

It's a commonly expressed sentiment that the board has become irrecoverably bad, but there are no alternative options available[1]. It appears that imageboards have inherent vulnerabilities, that when exploited, leave the community's initial character unrecoverable.

§2.1.1 First Vulnerability: Foreign Influx

As a general rule, active imageboards always tend towards growth. Death by stagnation for an already active imageboard is unheard of, outside of the textboards that slowly became a relic superseded by the imageboard.

Instead, imageboards receive a constant supply of new users, the majority of whom assimilate. As a form of community moderation, any identifiable foreigners are quickly shamed-the idea being: if you're visibly an outsider despite anonymity, you shouldn't be posting at all[2].

This is most commonly a reflection of the user's inability to grok the nuances of anonymous posting, or shed the ego baggages of identity-based discussion.

The small portion of newcomers who reject assimilation, undesirably affecting the nature and quality of discussion, are known as "cancer," under the premise that cancer, if left untreated, will spread.

A large presence of cancer makes it difficult for newcomers to assimilate accurately, resulting in accidental imitations of the cancerous foreign agents instead of the host culture, resulting in them becoming "infected" themselves in a kind of self-propagating epidemic.

This often occurs in the event of a large influx of newcomers, such as when a board gains attention in the media or on other

[1] Captured by two frequently quoted aphorisms: (1) "/[board]/ was always bad." (2) "Don't forget, you're here forever."

[2] Commonly phrased as "lurk moar" --- that is, spend more time observing and assimilating the culture before posting

websites; the community cannot actualize its shaming protocol fast enough to signal against the wave of foreign agents. This both leads to confusion on who is the host culture and who are also newcomers, as well as granting confidence to some newcomers who feel justified in rejecting assimilation when invading with many peers.

The ultimate result is an irreversible paradigm shift towards a new set of norms, leading the board to become progressively unrecognizable to the original community. Exit becomes imperative; the desire for it is frequently expressed, but the inertial nature of static imageboards makes it impossible to achieve.

This is an observable process on all major boards, which seems to suggest it's an inevitable function of the imageboard structure, the final stage in its lifecycle. On a long enough timescale, all boards succumb to eternal September.

§2.1.2 Second Vulnerability: Moderation Overreach

Administrative moderation is only required to maintain legality-namely, banning CP and terrorist threats-and prevent robot spam; otherwise, imageboards are effectively independently sustainable.

Out of an instinct of self-preservation, the users naturally self-organize into what is known as community moderation: a set of practices that encourage and enforce assimilation by newcomers and thus help slow the degeneration:

(1)   Saging. Putting "sage" in the e-mail field when making a post results in the user's post not bumping the page and marks the post in a different color. This intended to be used as a polite manner for not bumping threads if your post is not making meaningful or relevant contribution. However, it was co-opted as a tool to express disapproval of the thread's content - thus, when the community spontaneously performs collective saging, it signals to newcomers he thread is of a type or standard considered unwelcome on the board (cancer), thereby teaching the culture and assisting the process of assimilation while removing the possibility of the cancer "infecting" a new poster.
(2)   Gore. Due to the limited moderation of imageboards, users are often exposed to grotesque and disgusting imagery that is hidden from the rest of the internet.

The community's subsequent desensitization to the material is taken as a point of pride. It's obvious then that the desensitization can be weaponized to repel innocent newcomers of a more sensitize stock, and so gore, as well as scat and other disgusting imagery, is shared every so often as a cleansing measure, and dumped collectively whenever an event might bring significant and sudden outside attention to the board (e.g. a news article).

These functions work remarkably well to maintain a cohesive community culture. However, moderation overreach is very common in imageboards, be it due to bored trolling, genuine hostility, incompetence, ego or otherwise; the low-status of the job-anonymous, unpaid-likely contributes to the frequent disrespect for the non-intervention principle.

While generally responsible for much of the bitterness that leads a user base to desire Exit, moderation becomes actively destructive most when it removes the community's ability to self-moderate.
This, too, is unfortunately common[3]. Removing the ability to shame obvious newcomers and enforce the practice of assimilation leaves the board highly vulnerable to cancer, effectively removing its immunity function such that even minimal immigration quickly leads to ruin.

§2.2 Barriers To Exit

Even the best board cannot survive forever. The lack of community influence on administrative decision-making processes and the irreversibility of large changes in the culture makes clear the necessity for easy Exit for that inevitable stage when a board becomes lost.

Unfortunately, Exit is notoriously difficult for imageboards.

---

[3] Perhaps due to egotistic mods feeling the community moderation is an affront to their own power, or the desire to increase traffic without regard to quality in a bid for increased ad revenue. The most prominent and complete example was 4chan banning not just goreposting and sagebombing, but even the basic "announcement of sage" along with making the sage coloration invisible in 2012; entirely ending any practice of community shaming. Many other examples of hostility to community moderation proliferate, from the defunct 4chon.net to lainchan.org

§2.2.1 First Barrier to Exit: Inertia

Activity on a imageboard is understood on a binary scale: active or dead. When a user examines a non-mainstream imageboard, known as "splinters," the first thing generally reviewed is the post activity rate[4]. If it is below a certain frequency, the user considers the board "dead" and rejects it as one worth visiting often enough to make a meaningful contribution[5] - in most cases, not even leaving behind a single post[6].

If, however, the imageboard has a ppd rate high enough to be read as "active," there is a very real chance the user will make his contributions and make repeat visits to the board, possibly even adopting the board as his new "home board"[7]. Thus, the dead imageboard maintains its inertia and remains dead, while the active imageboard stays active.

§2.2.2 Second Barrier to Exit: Attrition

With every attempted exit to a new imageboard, only a certain percentage of the posters will migrate. Even if the conditions of their original board have become intolerable and unrecognizable, many stay on by force of habit. Thus, every migration experiences attrition.

Coupled with the momentum needed to make the new imageboard active, and thereby successful, Exit is historically very prone to failure. It is only successful when the migration is both sudden and large.

---

[4] Measured in posts per day or ppd.
[5] A personal standard that varies by person, largely informed by their own imageboard usage rate, but the author's own standard would be less than 5ppd is a dead board
[6] This is known based on anecdotal evidence, general community consensus and the author's own experience reviewing the Google analytics data of managed imageboards of various sizes.
[7] Imageboard posters generally maintain a list of the boards they most frequently and regularly visit most can recount a personal history of their migration that can be read as their own cultural lineage. This home board phenomenon can be generally extrapolated to all internet socialites across platforms.

§2.2.3 Note on Hosting Costs: not a Barrier to Exit

It's been suggested that the costs of hosting an imageboard are one of the major deterrents for users considering providing an alternative.

The costs of hosting are exaggerated: while outdated, poorly optimized imageboard software such as 8chan's vichan lead to unnecessary costs, many efficient open-source implementations have been released that make the costs of running a small-scale imageboard minimal[8].

Further, 8chan allows anyone to create a board and covers the cost of hosting themselves, yet the adoption of new imageboards and frequency of Exit between them is still extremely limited.

It's clear hosting costs are not a barrier preventing ease of Exit.

§2.3 Note on Alternative Imageboards Attempts

Prominent examples of 4chan forks that failed to achieve self-sustaining momentum at the time of writing:
- 4chon.net (2009 - 2014)
- 7chan.org (2005 - present)
- 76chan (2014 - 2017)
- Endchan.xyz (Unknown - present)

There are many other examples:
https://encyclopediadramatica.rs/List_of_*chan_boards

Notably "successful" forks of 4chan, that have maintained some sustainable activity:
- 8ch.net (2011 - present)
- 420chan.org (2005 - present)
- lainchan.org (Unknown - present)

However, none have achieved a rate anything close to the standard 4chan board.

[8] lynxchan, pychan, etc.

§3. Realtime Imageboards: History and Nature

The realtime imageboard innovates on the static imageboard with one radically defining feature: posts written by the user are deployed live into the thread as they are being typed.

The original realtime imageboards - doushio and meguca - published updates to the post word by word as it was being typed.

This meant that posts could not be edited retroactively, even mid-sentence.

Meguca rebuilt its reimplementation on golang in 2017 and begun to show every letter as it was being typed, live, allowing the whole post to be edited until it was submitted. Meguca is the only currently developed implementation. It has also introduced an 8chan-like user board creation feature.

§3.1 History

Realtime imageboards were primarily developed and adopted by migrants from the /jp/ (Japanese Culture) and /a/ (Anime) 4chan boards.

Quietly hidden, the micro-communities organized on them were happy to have found a homely alternative to the static imageboards they had left, and avoided publicizing the new sites for fear of the same cancerous immigration that ruined their old homes.

The communities remained small and insular by design, enjoying a "comfy" character that was rarely disrupted by outsider attention. It wasn't until meguca introduced the ability for anyone to create their own board, and the subsequent adoption by the /pol/ userbase, described in §4.3, were realtime imageboards first introduced beyond this specific community that developed them. They still remain extremely obscure today.

§3.2 Survey

- Doushio: Unknown. The first realtime board, a splinter from 4chan's /a/. Development was abandoned in 2011.
- Meguca: /a/, 2011. A splinter from doushio after doushio development was abandoned.

- chaika: /tea/, Unknown. A splinter from doushio. Unique in being time-limited (only open 6 hours a day).
- Bun: A splinter from meguca's /a/.
- meguca --- /pol/, 2016: Unique in being the first outsider adoption from the original Doushio community. A splinter from 8chan's /pol/.
- Chen2 - /jp/ & /kr/, 2018: Second outsider adoption. An experiment run for this study.

§3.3 The Nature of Realtime Imageboards

The change from static to realtime posting may seem like a minor innovation, but the deeply chaotic, self-organized nature of imageboard communities makes them highly receptive to any adjustment to the underlying system.

As such, the nature in which the community self-organizes on the board is radically effected in a few fundamental ways, all of which lead to an acceleration of the inherent network effects that have made traditional imageboards so resonant.

§3.3.1 Thread Centralization

The entirety of a realtime imageboard community finds themselves always gathered in the same, singular "active" thread - a stark contrast from the traditional imageboard's constant dispersal of the community across a multitude of threads.

The community collectively migrates to a new thread when the current one becomes too large and software begins to slow[9].Threads have no defined topic and are host to conversations of all kinds.

The creation of new threads is a spontaneous and intuitive decision made by anyone in the community.

Sometimes the timing is too early and migration doesn't receive enough momentum to be understood as the new active thread, leaving the board with non-starters in its archive; some more resourceful communities make use of the non-starter threads when the correct time to migrate arrives as a rule. This element of spontaneous migration can be seen as representative of the inherent logic of imageboards: intuitive, anonymous, self-organized democracy.

[9] ~1000 posts on doushio, ~3000 on meguca

§3.3.2 Imageboard-irc

The posts come rapidly and at an average length of one to three lines, in contrast to traditional imageboard's average post length of one to three paragraphs. Multiple, discreet conversations regularly occur simultaneously without confusion. In this aspect, the medium of conversation much more closely follows IRC than traditional imageboards.

However, in contrast to IRC, the post length is longer than IRC's average of less than ten words[10] and the filesharing functionality is more robust, with an emphasis on image sharing (hence the name "imageboard") that are embedded empathetically with the text, and finally, the users are anonymous, and the conversation is highly transient, allowing them to "post without ego," making the nature of the conversation largely similar to traditional imageboards. In this way, they are something a combination of both platforms, imageboard-irc.

§3.3.3 Extension of Inherent Network Traits

Realtime imageboards not only retain traditional imageboard's fundamental emphases on anonymity and transiency but extend them, primarily due to the rapid rate of posting.

Conversation is centralized to a single main thread, produced in real-time, leading posts older than a few minutes to be rarely referenced as conversations rushes forward.

Anonymity is bolstered, too, as far as transiency benefits it: in its speed, and the attributive confusion gained in speed.

There is a sense of presence on the realtime imageboard: that if you look away for a moment, it will irreducibly change. Memetic artifacts are produced and consumed quickly, trends form and die on the order of days, not weeks.

The velocity of IRC introduced to the inherent structure of imageboards leads to a clear intensification of its culture-production: the sensation that it has reached even closer to the heart of the network is distinct.

In every aspect the inherent network effects achieved by the traditional imageboard, as described in §1.2 are accelerated.

[10] http://www.dtic.mil/dtic/tr/fulltext/u2/a602658.pdf, p 3

It remains unclear what forms we will see the realtime imageboard produce once mass adoption is achieved.

§3.4 Other Commentary

3.4.1 Note on Retroactive terminology

The realtime innovation has resulted in a need to coin new terminology to describe the previous, and previously undifferentiated, iteration.

Users of realtime image boards refer to original imageboards as traditional or static imageboards and non-realtime posting as "static-" or "deadposting."

Realtime imageboards are sometimes referred to as liveboards, and realtime posting as live posting. The nature of realtime posting also makes obvious the typing speed of posters, assuredly a term to identify and mock low WPM posters was coined: snailposter.

The "realtime" designation is already used to describe traditional IRC as "realtime communication", due to being synchronous; supersynchronous communication or hyperrealtime communication is perhaps an accurate description of the format.

§3.4.2 Note on Time-limited Boards

Despite retaining static image board's functionality to host many threads on a board, it's found unnecessary to realtime imageboards. When retained, the function instead acts as a de facto archive of past threads for review.

However, some realtime boards (/tea/, and my own experiment, /syn/) choose to perform a reductionist elimination of multi-thread functionality, with little apparent consequence to the self-organization of the community beyond an extension to their transiency. Interestingly, they also operate on an open/close schedule, where the site is only online for certain hours of the day.

This forces the users to funnel into a smaller active window and presumably functions to make activity rates higher. It presumably also makes the storage costs of hosting much lower due to the daily purging of data.

§3.5 Note on Antecedents

§3.5.1 Stickies

Interestingly, the format does have two antecedents in the traditional imageboard experience. On the rare occasion of an unlocked (open to posting from non-staff) sticky (thread pinned to the top of the board by staff) on a popular board, there invariably results in a flood of users gathered in the same thread.

Whereas normal use of even a popular static imageboard would usually experience at most, in a highly active thread, about one reply a minute, a sticky could receive tens of replies in the same time; and where in normal use, the community of a static imageboard would always be entirely split among many threads (even many discussing the same topics), a sticky would gather a high portion of the community into a single thread—both factors producing a kind of pseudo-realtime analogue, as is sometimes noted by new users of realtime.

§3.5.2 Generals

The other, impartial, antecedent to realtime imageboards are in the innovation of generals that came late in the traditional imageboard's lifetime. Unlike realtime posting, this innovation is not one of software but of community self-organization.

Generals first appeared on 4chan's /v/, the videogames board, with the release of Pokemon Black & White in 2011. The game received such a large, consistent and long running fanbase on the board that it transpired that there would always be at any time an active thread on the subject, a new one being made the moment the current one ran out of posts.

This resulted in a sub-community forming within the on-going threads that eventually had them be dubbed as "Pokemon B&W General" and numbered. Now, rather than spontaneous creation and discovery of a thread discussing the game as a subject, members of the sub-community could search for and always find their desired general that existed as a never ending thread.

The General concept was quickly picked up by the parallel sub-community around newly released Mass Effect 3 forming

nascently at the time and eventually began to spread to other boards. At this point in time, generals have become the dominant form of discussion on 4chan and despite their arrival often being heralded with serious detraction, they are quite possibly an inevitability following 4chan's meteoric rise in users; generals can be considered the organized form a traditional imageboard takes in the late-stage of its lifetime.

In any case, they can be seen as the predecessor to the realtime imageboard's own single active thread format, which could be understood as board-encompassing generals, or conversely, as if generals themselves were each their own independent board.

§4 Realtime Imageboards Solve Free Exit

Realtime imageboards, heretofore largely unknown, resolve the key momentum problem that have kept traditional imageboards isolated to a few major sites, and so have high potential for mass adoption in a loose decentralized patchwork, moving closer to the inherent qualities of the community and greatly increasing its overall resilience in the face of a rapidly gentrifying internet.

§4.1 Low Momentum Barrier

Due to the short message length and irc-like conversation of realtime imageboard discussion, a significantly lower online user count is required to project the "active" state than traditional imageboards[11]--the main barrier preventing all past attempts at Exit.

Even if only two users are online and posting, the illusion of very high activity is projected. A realtime board of no more than 5 or 6 regulars would be read as highly active throughout the day assuming users found their schedules sufficiently aligned such that at least two posters were engaged in conversation at all times.

Exit suddenly requires only a few like-minded individuals to perform a quiet departure, with enough strength to cultivate a stable, long-term base to accommodate a slowly growing population, rather than requiring the exceedingly rare mass exodus on the order of hundreds to reach stability.

A new board can achieve sustainability with a significantly smaller migration, and slowly accumulate new users from that point, needing neither the size or suddenness of a traditional imageboard's Exit.

§4.2 Low Cost

Realtime imageboards are also low-cost relative to traditional imageboards. The lack of frequent threads, which require images on all imageboards, and nature of IRC-like posting leads to a lower rate of file-posting, contributing to lower bandwidth costs, and the heightened transiency means that

[11] Despite having a high ppd activity as noted above, meguca/pol/ reported a unique IP count of about 30 users online at any point in the day whereas 8chan generally reported ~200 total unique IP's within 24 hours

content stays stored for a shorter time. The natural upper limit of a community hovering lying around 100-150 users results in distributing the overhead between multiple hosts.

The net result is that an average size realtime imageboard can be hosted at zero-cost within Amazon Web Service's free tier, as demonstrated by our chen2 experiment. Money is removed as a barrier to Exit.

§4.3 Exit Case-study: /pol/ from 4chan to 8chan to Meguca

The two cases of undeniably successful, meaningful Exit to a splinter imageboard are both tied to the same highly unique and uniquely controversial board, /pol/ - politically incorrect[12]. Notably, they were both trigged by the hostile misbehavior by the board's administration: the apparent driving point required for large scale migration; quality drop alone appears insufficient.

§4.3.1 4chan -> 8chan

Originating as 4chan's political board, the admin of 4chan temporarily destroyed the board by inviting the rest of the site to raid it and leaving it handicapped under a series of word filters, prompting its user base to perform a mass migration[13]. to a previously dead board of the same name on 8chan, an independent imageboard site that touted the ability for anyone to create a new board.

The new community thrived and it wasn't long before 8chan came to be seen not as a temporary bunker or an underdog splinter, but a rightful successor to their ruined home.[14]

---

[12] Originally known as /new/ - news, the board was removed from 4chan in January, 2011, shortly before its 1 year anniversary, and returned later that November under the new name, /pol/
[13] Known by the migrants as the Great Exodus. However, from the perspective of the users who did not migrate, the event was known as the /pol/ocaust
[14] Their original 4chan home board came to be characterized as existing exclusively of foreigners from Reddit- the second largest non-"social media" online community after 4chan and the most common source of the latter's newcomers. The users are known for having a distinctively uniform character and typing style that are both bitter to the imageboard poster's palette-and shills-the neologism for insincere posters who come to push a certain psyop program (Psychological Operations. The CIA and NSA have been known to target online communities for some time, though they certainly aren't the only groups with incentive to manipulate imageboard culture), political narrative or commercial product

The community enjoyed the freedom of speech and activity
provided by what was initially a hands-off moderation team,
who overtime began to increasingly intervene on the community
in negative ways.

Attempts at Exit were made making use of 8chan's board
creation feature, as well as to other imageboards[15] but all
failed due to low momentum[16]. Complaints over moderation
lowering the quality of discussion aside, the users remained
on 8chan's /pol/.

§4.3.2 8chan -> Meguca

After two years of healthy activity on 8chan, the second
migration occurred following a hack on April 1st, 2016 that
ruined confidence in 8chan's management and data security[17] and
discussed their options, many believing the datamining
unacceptable and proposed using one of the bunkers as a new
splinter.

Following a day of dispersal across multiple previously-dead
boards, a new board was announced that quickly took prominence
over all other splinters: a realtime board.

The realtime imageboard site meguca, previously host only to
an /a/ (anime) community, had recently implemented an update
that offered the ability for anyone to create a new board to
be hosted on the site: the creation and introduction of a
/pol/ board (dubbed "megu/pol/") was the first time the
realtime board was ever introduced outside of its original /a/
community.

The board quickly reached extreme rates of activity with a ppd
often outstripping 8chan /pol/ even at its height[18], and while
many users chose to remain on 8chan after it came back online
- and all the other splinters returning to death - meguca/pol/
remained the dominant 8chan splinter two years after its

---

[15] Primarily, endchan and nextchan, which came to be seen as nothing more
than "bunkers" to congregate on in the case of 8chan downtime
[16] The most successful fork at this time was undoubtedly /polk/
[17] In what became known as the April Fool's Hack, the site was taken down
for multiple days with the homepage replaced and revealing the admin had
been logging poster IP's (despite claiming otherwise) and evidence that the
IP of a poster who made a mass shooting claim had been shared with federal
agents.
[18] 3000ppd average during the first year; 8chan touted 1-2000ppd before the
hack; 600ppd as of Nov 2018

founding, maintaining a dedicated community and high activity[19].

Similar to the users who migrated from 4chan to 8chan, the users of meguca understood themselves to be the true vestigial remains of the original culture, carrying on the mantle of the community, and those who remained on 8chan to be a foreign mixture of cancer and shills.

Despite the attrition that doubly accumulated being the splinter of a splinter, the new board was a success: only possible due to the uniquely low momentum barrier of realtime imageboards.

[19] ~2000ppd as of Nov 2018

§5 Towards a Patchwork Future

Realtime imageboards extend the inherent network effects of the traditional imageboard while dissolving their Exit barriers. In an era where the imageboard seems to be dying in the face of manipulative, self-limiting Web 2.0 social networks, the realtime imageboard offers a way forward.

Other future-minded implementations have sought to modernize imageboards by employing decentralized protocols to achieve robustness and security from the State[20], but the primary barrier to a healthy universe of online communities is ease of Exit.

Imageboards fail due to unassimilated immigration and moderation overreach, not State threats, and contemporaneous privacy-focused solutions do nothing to eliminate the inertial barrier to Exit, and suffer the same consequences for it.

What does robustness matter if there's no one to use it?

We envision a Web 3.0 patchwork of thriving micro-communities, networked by webrings but independent in hosting, built fundamentally on the principles of anonymity and transiency-diametrically opposed to Web 2.0's centralized, identity-based social networks.

Realtime imageboards are non-manipulative, easily self-hosted, founded in anonymity, and enable a genuine market of ideas.

Knowledge aggregation is a powerful tool, producing synergistic insights more powerful than any individual analysis; accelerating the internet towards true interconnectedness is essential for reaping the benefits of the noosphere.

As imageboards broke through the malaise of the millennial web, showing what true hyper-networking could achieve, realtime imageboards could lead us to the next stage forward.

[20] E.g. NNTPchan, Zerochan

B. <u>BARKLEY'S THESIS</u>

EXCERPT FROM THE SCREENPLAY OF "BARKLEY'S DAEMON" (1999)

SECTION 1: HYPERFORUM ACTIONS AS SELF ORGANIZED ENTITIES

The process of engaging in a hyperforum involves the user (hereafter, "hyperion") eliminating his ego-identity and entering a trance state that has been described as a "digital fever-dream" and when "what you post comes from somewhere other than yourself." Until he can achieve the desired trance-state he is unable to be drawn into the simulation-stream and it appears as incomprehensible, schizophrenic chaos-language. What the hyperions are in fact performing is an embodiment of a daemon in a distributed multitask computing process, similarly resulting in their independent chaos occasionally achieving spontaneous unplanned organization of highly complex structures - what the hyperions call "actions."

These actions are the product of spontaneous self-organization and take many forms, the most common being sudden narrative organization of a collectively generated fiction that takes the position of a guiding myth in the community. More infamous actions result in group departures of the microcosm in raids on other communities, or mass self-induced delusion as a kind of self-deprecating humor. Other actions result in the

coining of neologisms and cultural codes that work to further isolate and purify the community into its own inherently discrete microcosm, to more advanced forms of meaning-generation often in encoded numerology or symbolism. While actions are considered to describe all major and remembered acts of spontaneous organization, those that leave a marked influence on the community, stratifying its inherent structure in effecting all behavior post-action, there are infinite miniature organizations of every degree -any two independent users interacting in any way that can be interpreted as non-random is a form of self-organization; actions are only those most massively meaningful. There are however, rumors of hyperreal manifestations - that which escape techno boundaries and stratify the real world.

  These formations are not simply organizational but also descriptory - really, the illuminatory. They are illuminating the inherent archetypal commonalities shared - and grown - within the simulated micro-community, that which normally exists above beyond them except when a flash of their image can be known during an "action" - it quite literally a kind of divination. When hyperions lose themselves in their fever-dream ritual of rapid-pace, superlingual communication they are communing with a higher form:

the collective's assimilated thoughtmatrix. This necessarily grows out of what's brought in from all present hyperions claiming tenancy of each independent hyperforum instance and their isolated, shared inherency, the fundamental eternals by each demographically-unique community which is then grown and twisted over its ultra-accelerated cultural evolution and historical accumulation.

While the knowledge that systems of horizontally decentralized independent actors will spontaneously self-organize into highly complex structures (to eliminate inequilibriums in their system) has been a known principle for some time and recognized in organic, material and digital contexts, the radically advanced results we're seeing from self-organization in hyperspace is due to four factors: (1) the high info-density and variable-complexity of human actors; (2) the anonymous ego-elimination guiding human actors into a true independent actor role; (3) the extremely fast rate of cultural development relative to organic history; (4) the fractalized picto-linguistics isolating each to a discreet microcosm. The obvious implication is that these are simplistic systems containing complex actors and dense pseudomorphic histories, digitally accelerated, resulting in frequent ultra-complex organization, but more intensive is that

the controlled distortion of the system performed through willed adjustment to their own simulated thoughtspheres and selective introductions of inefficiencies into their closed system is not only possible, but relatively accessible, allowing hyperforums to coax their own self-organization towards partially planned forms. While early hyperforum activity existed as a kind of sport, users innocently entertained by the visionary results of their spontaneity games, the greater hypersphere has entered what I would consider their late-stage: collective, willed designs of their own pseudomorphic foundations towards the goal of achieving increasingly elaborate and advanced "ultra-actions," with varying motivations.

  Where these ultra-actions are taking these hyperforum communities, no one can know but the increasingly complex structures they are enabling have convinced many of their imperative importance of various explanations. What was initially a novel pastime has taken on a faithful vitality strongly defended by its adherents though by no means from an agreed upon foundation. The four imperative-leaning ideologies are: (1) performance of a distributed artificial intelligence as a mass human-machine; (2) divination with eternal deities who have eternal Truths hidden in the collective consciousness to be re-discovered; (3)

calling to achieve the final stage of humanity's evolutionary purpose, the spontaneous organization of a God-AI; (4) Janitorial necessity tending to the fabric of contemporary existence by influence over world events. While mainstream theorists would deny that anything hyperreal - let alone supernatural - is at work here, the community's old paradigm [that the second law of thermodynamics and that the spontaneous self-organization it produces is THE ruling principle organizing all organic and inorganic material in the universe and that the extremity of their actions are simply the product of their accelerated microcosms] has increasingly been shown to be inadequate in explaining the "real world" manifestations that have come to occur now that hyperforum communities have become relatively sophisticated in controlled changes to their environments. Of course, traditionally unexplainable phenomena resulting from especially catalyzed actions had been ever-present in the community, but until it began to be predictably produced, it was largely dismissed as hyperstitional rumor farming by the non-conspirational (given the post-fractal-collapsed, picto-linguistically isolated nature of the community, the possibility of such bourgeois concerns as a standard of evidence are made impossible).

SECTION 2: THE ACCELA RC'S ACTUATION POTENTIAL
[ILLEGIBLE]

SECTION 3: THOUGHTFORMS AS CYBERDIETIES

While the quantum origin hypothesis is a technically promising explanation, it is a known fact that the communities that have most successfully demonstrated control have operated under supernatural, occult assumptions. By embracing ancient Truths - of many differing orders, from paganistic rune formations to kabbalist numerology - the cybershamanists have all come to find invocation power outmatching other communities and alone can attest to a somewhat predictable control of the manifestation of complex forms.

Quantumnals would argue it's only because their shared foundation in spiritual delusion allows their intuited edits to the collective beliefmatrix achieve universality reliably, but it is no coincidence the form parallels so closely past ritualism. It is nothing short of a rediscovery of eternal Truths derived just the same in ancient times.

The effectiveness of the occult pseudotruths invoked by the shamanists prove they are supercedent cybertruths, the only that have yet been discovered.

What is being re-discovered are fundamental,
transcendent organizing principles that can be used as
guideposts to guide the chaotic simulation-streams.

   [FOLLOWING PAGES LOST]

PAGE INTENTIONALLY LEFT BLANK